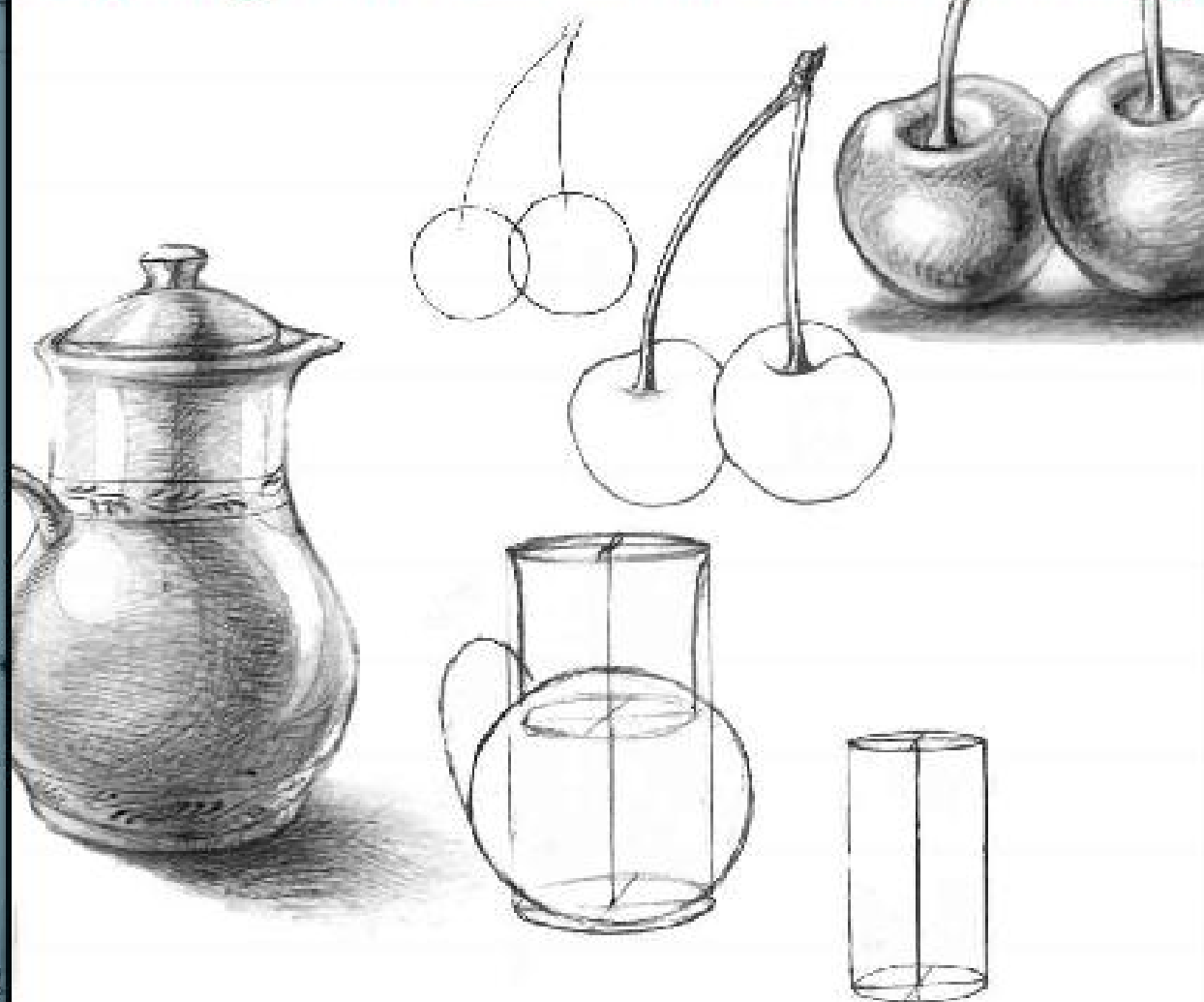


Sketching for Beginners

**Step-by- Step Guide
to
Getting Started with Your Drawing**



Sandra Myers

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Step-by-Step Guide to Getting Started with Your Drawing

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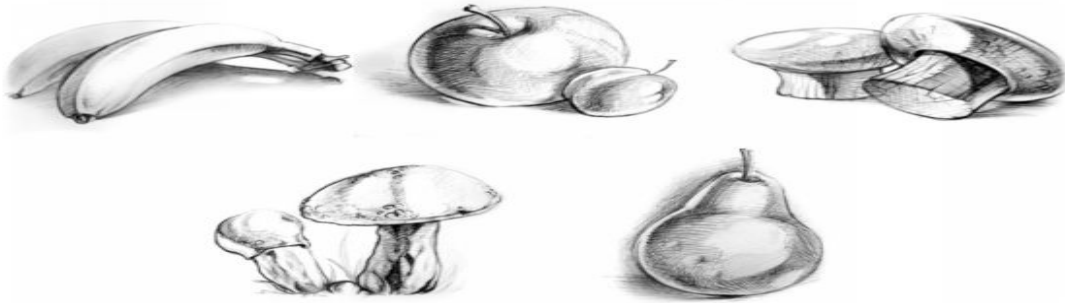


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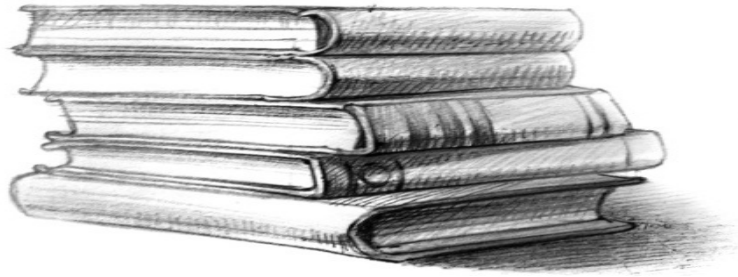
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Subjects include: how to draw animals, how to draw people, sketching faces, drawing books, sketching human figures, drawing animals, drawing foods, drawing faces, drawing human, sketching for beginners, easy drawing of people, drawing ideas, how to draw portrait, love drawing, how to draw, how drawing, drawing with imagination, drawing with children, easy drawings, easy drawings for kids, step by step drawing book for adults, drawing lessons for adults, easy drawing ideas for kids, easy drawing ideas.

You want to learn to draw

You just can't find the right book or tutorial to teach you how to get started. Some books skip steps while others just have the pictures with no instructions at all. Online tutorials can be frustrating, especially the video tutorials. Nothing seems to explain it where you can follow it at your own pace without leaving steps out.



You're in Luck!

This book was written with you, the beginner, in mind. From the tools you will need to get started to shading and basic techniques, this book has been made for you. I will walk you step-by-step through each lesson and even offer extra practice for you to cut your teeth on. No question will be left unanswered as you go from page to page following the steps. You will be drawing in no time!

Get your drawing hand ready!

You are ready to embark on a new hobby and this book will be your guide. As you work your way through this book, you will learn:

- About the tools you need to get started and some you will need if you want to delve into more advanced techniques.
- The tricks behind shading for effect and shading for depth and detail.
- How to draw everything from simple everyday objects to the human form, all one step-at-a-time.
- By detailed explanation, how to look at an object and see the shapes it is composed of, making it easier to draw.
- How to draw by using extra lessons are without instructions at the end of each chapter.

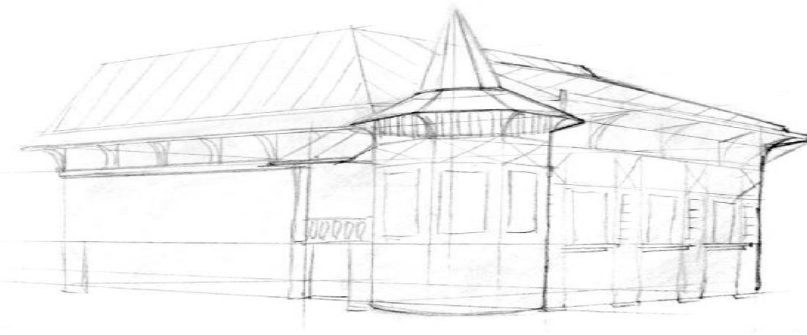
So, if you are ready to get started with your new hobby and learn to finally draw on your terms and at your own pace, swipe the screen and let's get to it!

Chapter 1 - Before you start drawing

We all get hyped up and excited when starting a new hobby or interest. We want to do it all, we want to do it right now and be great at it. We start out with high energy and often end up frustrated when it doesn't turn out the way we envisioned it. So, before you start, here are some nuggets of wisdom from someone who's been there.

1. You are harder on yourself than other people will be.

Take a deep breath and keep telling yourself you are still learning. One problem we all face is hitting the ground running thinking it will be easy and when it's not, we beat ourselves up about the fact we can't grasp it. Take it easy on yourself. No one expects you to be Picasso out of the gate.



2. Step away if you need to.

Take breaks when you feel the need, and sometimes if you don't. For every two hours you spend sitting and staring at the paper and drawing, you need to rest your eyes, mind, and exercise your body. Walk away from it and come back to your project in about 15 minutes.

3. The people online didn't get good overnight.

Some of us have the bad habit of comparing our work to the art we see online and getting mad or frustrated when it doesn't measure up to what we see. What we often forget is that the art we see online is the result of months and years of practicing techniques, pushing their limits and challenging themselves. It's best to compare the work you're doing now to

the work you did when you first started out. You will see more a difference in your work and keep you on track and motivated.

4. It's not speed painting.

We've all seen speed paint videos and want to do that, but before you get the speed, you've got to get the techniques down and get used to strokes needed to make each piece of art. As your muscles get used to the strokes, you will get faster with your art.

I hope these tips for keeping your head in the game will come in handy. They do for me. Now, we go to the shopping list of things you will need to get started.

Your Basic List

Just starting out in a new hobby, you need to make sure you like it before you get all the tools you need to get started in it. Here are a few things you will most definitely need when getting your feet wet.

Pencil



This can be either a no. 2 pencil or a mechanical pencil. No need to get fancy with all the different types of lead that are available to you.

Eraser



A pink one is perfect.

Sharpener

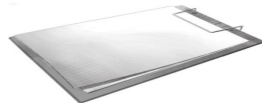


There are many times you will need to draw a sharp, thin, line. Keeping this handy will be a life saver.

Ruler

This will help you draw your guide lines and also any straight lines will need to draw to keep things in order.

Sketch Pad



A sketch pad from any craft store or big box store will do. You don't need any of the fancy or really big ones just starting out.

Smudge Sticks

These are rolled pieces of paper that end in points. They are very useful when blending shadows.

Work Space

Any table in your home in which you can sit comfortably will do fine. This can be a tray table or dining room table.

Comfortable Chair

Any chair that lets you sit to where your feet can rest flat on the floor is perfect. You really don't need a fancy desk chair when you're just starting out.

Good Light

Most dining rooms have this, but in case your home doesn't have good lighting, a simple desk lamp with a soft white bulb will do fine.

When you get serious

This list is for when you find you like it and wants to step up to the next level.

T-Square

This is to help you place things like drafting triangles and rulers where you want them on the page. This tool is best suited for smaller desks.

Drafting Triangles

These come in 45-45-90 and 30-60-90 varieties and can help with drawing just the right angled lines for certain subjects.

Eraser Guard

This is a small thin piece of aluminum which has different types of holes in it. These holes help you erase the lines you don't want while keeping the lines need to have in the piece.

Kneaded Eraser

This eraser is gray and is easily molded and ripped apart. This eraser is used to lighten shading, smudge pencil marks and also to add highlights in pictures.

Dry Cleaning Bag

This is a bag filled with eraser shavings. You can shake it on your work surface to help prevent smudging.

Horse Hair Brush

This tool is used to sweep your work clean without smudging it.

Desk with Tilting Top

This is a good upgrade to a dining room table. Tilting your work space reduces bending over it to draw.

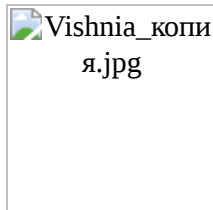
Chapter 2 – Fruits

We are going to start with the most basic of subjects to sketch, things that don't move. As I walk you through the steps, I will also add in explanations about shading and shading techniques.

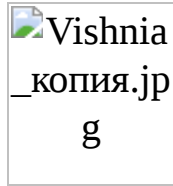
Cherry

There are a few things to take note here. Don't look at the cherry as a whole. Look at its individual shapes and name the shapes. This way you are looking at the parts to the whole and not the whole piece. Our logical mind wants to classify and name what we see; often giving the illusion that drawing something is harder than it actually is.

1. Draw two overlapping circles.
2. Draw two curved lines from each of the circles.
3. Draw a small rectangle at the top to join the two stems.

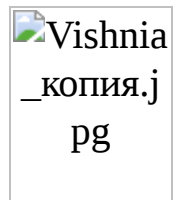


4. Draw a second set of curved lines.



5. Draw thick lines inside the rectangle for the bumps.

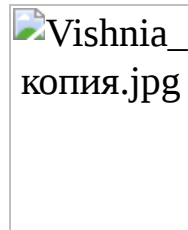
6. Darken the lines and use your finger to smudge them a bit for the shaded effect.



7. Draw a curved line from the stem on the right to the edge of the circle to create the bump you see in the picture.

8. Holding your pencil at an angle, make light strokes going across the front of both cherries. Take note of the places where there is no light. This is where the light source is hitting the cherry the most.

9. To darken, shade over those places again.



Things to note:

-There are shaded places on the top of the cherry. This is how you shade for depth and effect.

10. Keep layering the shading technique until you get the effect you see on the cherries.

11. Use the same technique to shade under the cherries, but use your finger to smudge it so that the shadow is smoother.

Plums

This is a slightly oblong shape and will take a little more practice to get right. You can, if you wish, purchase an ellipse template from a craft or drafting store to help you, but the shape does not have to be perfect.

1. Draw the oblong shapes so they overlap.



2. Use the curve technique from the cherry here on the plums.

3. Draw your stems as curved lines that meet at the end.

4. Draw a rounded rectangle for the leaf.



5. Draw curved quick lines for the shading of the plums. This is called contour shading.

 Slivi_kopiy.jpg

6. Add a jagged edge to the leaf.


7. Darken the shading in the places you see in the picture.

8. Add the shadows under the fruit like you did with the cherries.

 Slivi_kopiy.jpg

Extra Practice

 **9bloko_копия.jpg**

 **Frukti_5 копия.jpg**

Chapter 3 - Everyday things

It's the little things that can make a drawing, and getting them just right can make a picture have a more realistic feel.

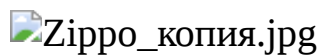
Zippo

Things to note:

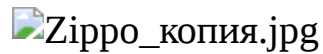
-The shading will be slightly different to depict the shiny metal of the lighter.

- The flint wheel is darker to depict the color of the wheel in contrast to the rest of the lighter.

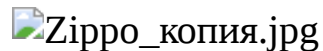
1. Draw a slight trapezoid.



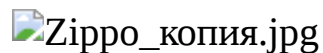
2. Draw a “T” in the shape.



3. Draw the lines back to the rear of the shape.
4. Connect the lines to make the 3d look.
5. Draw the second cross bar under the first.
6. Draw the cube on the right-top of the space.

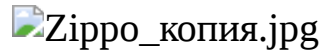


7. Draw a diagonal line coming from the right of the cube.
8. Add the curve and the small circle to the diagonal line.



9. Draw two curves that almost touch one another.
10. Add the curve at the end of the first two.
11. Add the little curve and small circle in front of the arm.
12. Draw a second small curve behind the arm to make it look 3d.
13. Draw the curved lines for the top and the bottom of the case.
14. Draw the small circles on the vent.

15. Draw 3/4 of a circle for the flint wheel.



16. Draw a curve behind the circle.

17. Erase your guide lines.

18. Shade the inside of the cap.

19. Shade the wheel.

20. Shade where the vent sits.

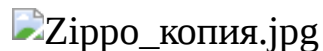
21. Shade the inside of the vent.

22. Make the small inner line where the vent sits.

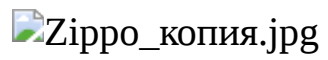
23. Make an inner line to make the bevel for the case.

24. Make a light distinction line 3/4 of the way down the lighter.

25. To shade the case, first make your quick strokes horizontal. Then, go back over another set of quick lines diagonal over the first.



Take this time to compare what you have done to the picture above. Add anything you may have missed.



26. Add more layers to the initial shading to darken it in the places you see in the picture.

27. Add the shadow at the base of the Zippo.

Old Style Fan

1. Make a triangle with a rounded edge.



2. Draw the rays of the fan.



3. Add the small circle in the back.
4. Draw a secondary curve inside the first.



5. Darken the areas you see in the picture to start your shading.



6. Draw tear drops under each ray to make the pleats.

7. Add your contour shading.



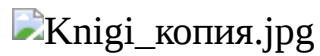
8. Use your finger and light strokes with your eraser to get the effect you see in the picture above.



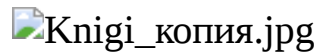
9. Add the decorations you see and tweak the shading as needed.

Stack of Books

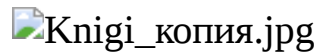
1. Draw your cube.



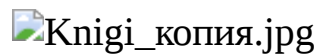
2. Draw the lines to distinguish between the books.



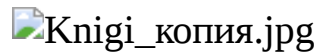
3. Add the lines in the rear of the cube.



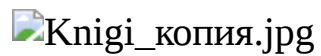
4. Draw the curves for the book spines and pages.



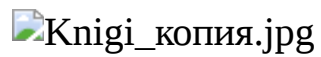
5. Add the double lines for the book covers.



6. Erase the lines to clean up the picture.
7. Add the spine decorations for the books.
8. Draw the thin lines for the pages.
9. Shade in the stack.

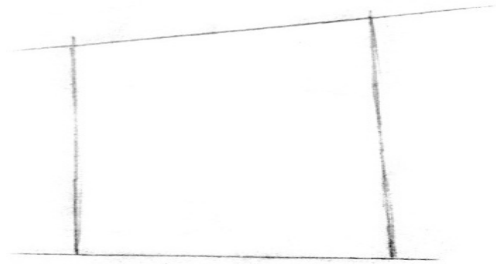


10. Refine your shading of the stack.

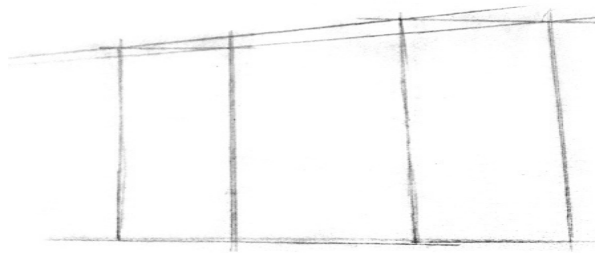


Alarm Clock

1. Draw the slanted square you see.

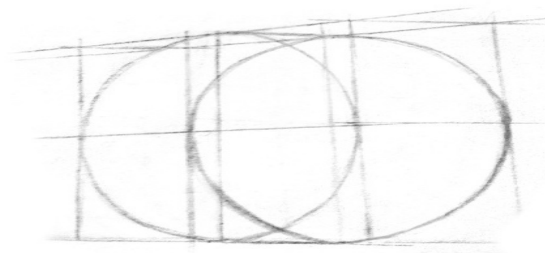


2. Add to the square as you see in the picture.

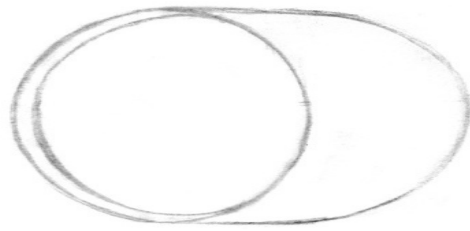


3. Add the “T”s in the picture before you do anything else.

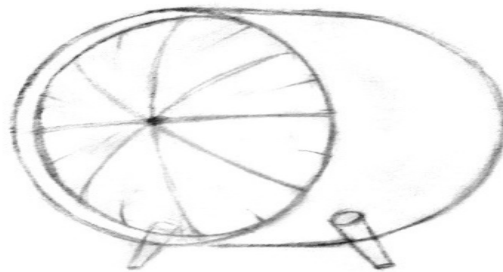
4. Draw the circles according to the quadrants you’ve just made.



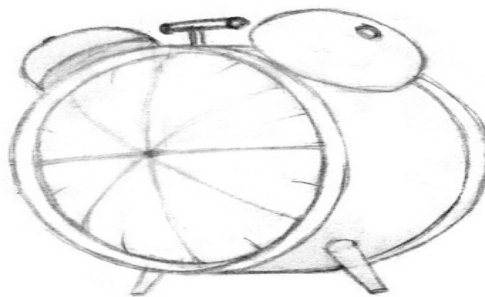
5. Add the line at the top which connects the two circles.
6. Erase the guides.



7. Draw the inside curve.

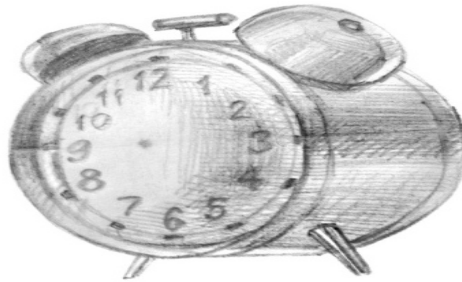


8. Add the dot in the middle.
9. Draw curved lines coming from the center.
10. Add the legs.



11. Draw the “T” at the top for the hammer.

12. Draw the curves before you finish the bells.
13. Draw domes to finish the bells.
14. Add the circles at the top of the bells.
15. Add the black spots on the face.
16. Draw the circle to link the spots.
17. Add your numbers.



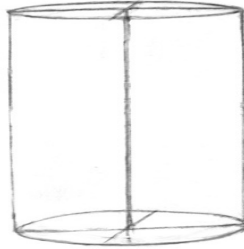
18. Erase the rays you had for guides.
19. Use the same shading technique you did with the Zippo here.
20. Add the hands.
21. Add the shading you see in the picture.



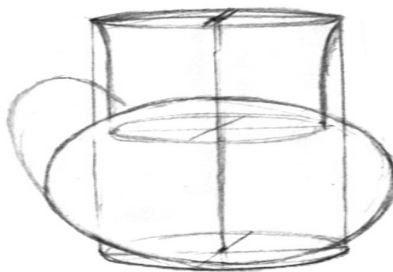
Compare what you've done so far to the picture above. Add anything you don't have on your page.

Jar

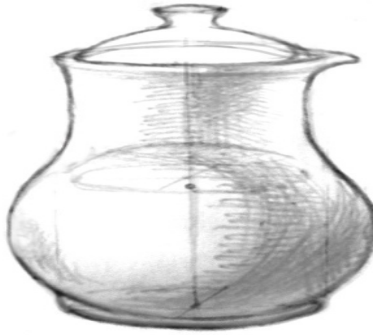
1. Draw cylinder you see in the picture.



2. Draw a circle at the base of the jar.
3. Draw the curve for the handle.
4. Draw the curves for the neck of the jar.
5. Draw the ellipse inside the jar.
6. Add the base for the jar.



7. Draw a dome on the top of the jar.
8. Add the part on the top.
9. Lightly contour shade the jar.



10. Add the curves for the handle.

11. Add the semi-circle at the base of each of the places for the handle.

12. Continue the shading.



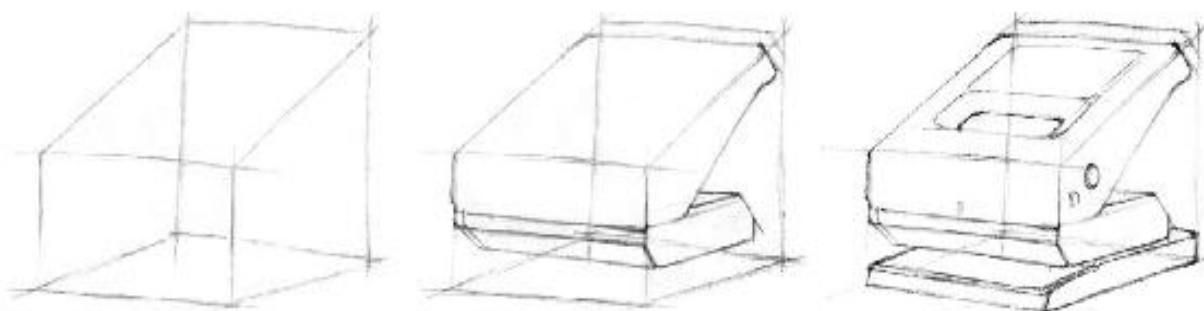
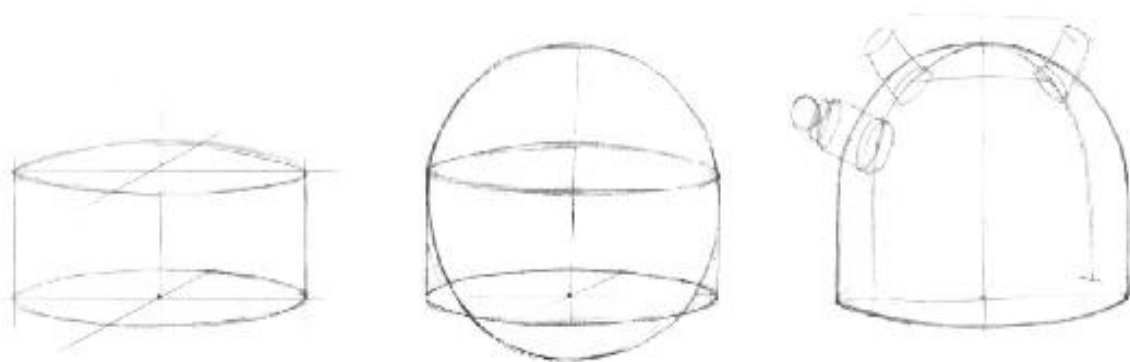
13. Take your pencil and eraser to create the shiny and shaded areas in the picture.

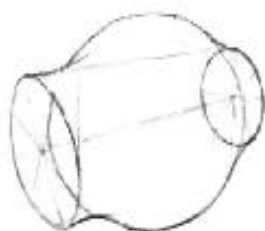
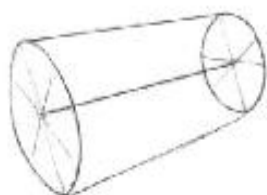
14. Add the decorations you see in the picture.

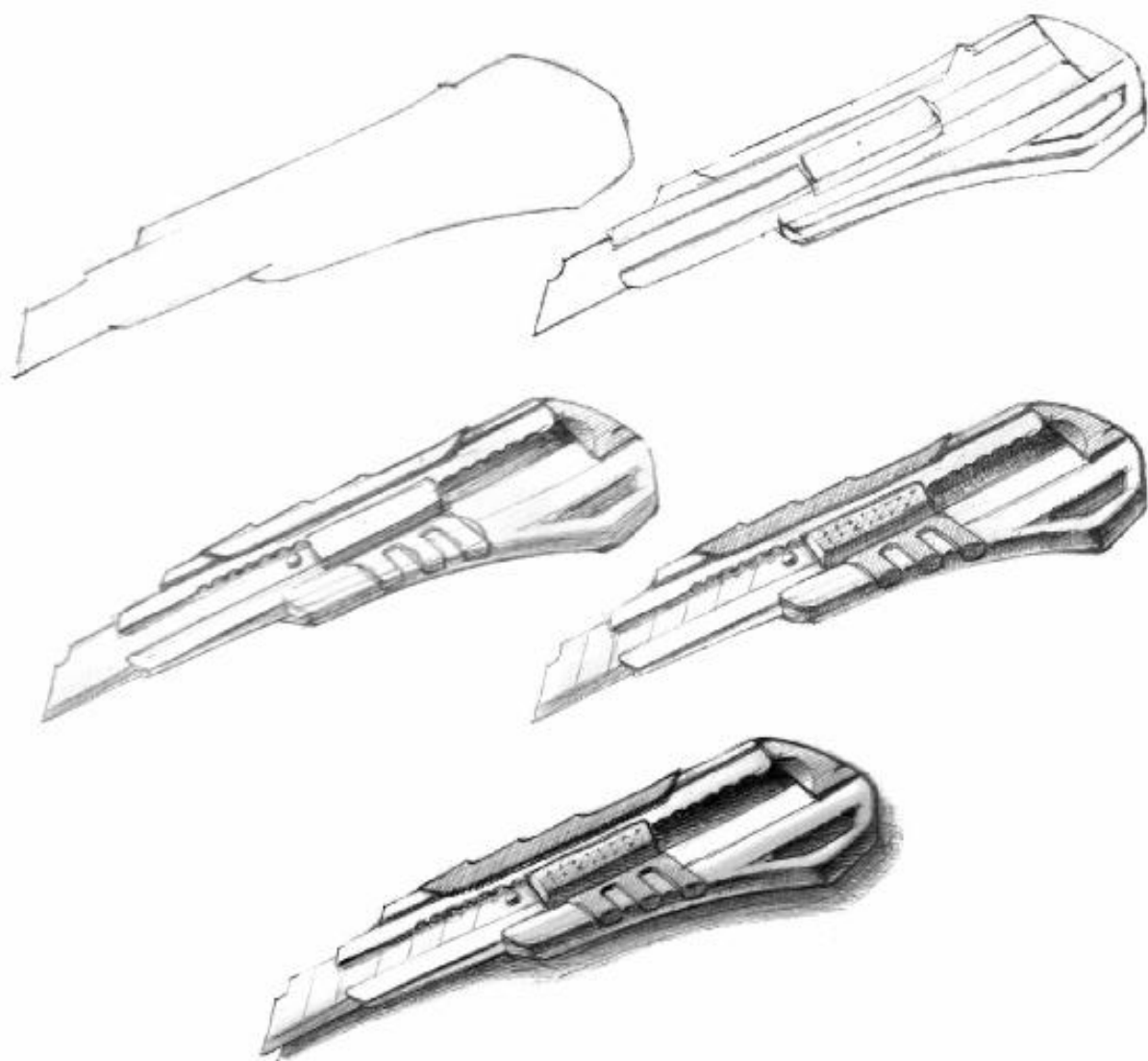
15. Keep using the technique from step 13 until you get the shading you see on the left.

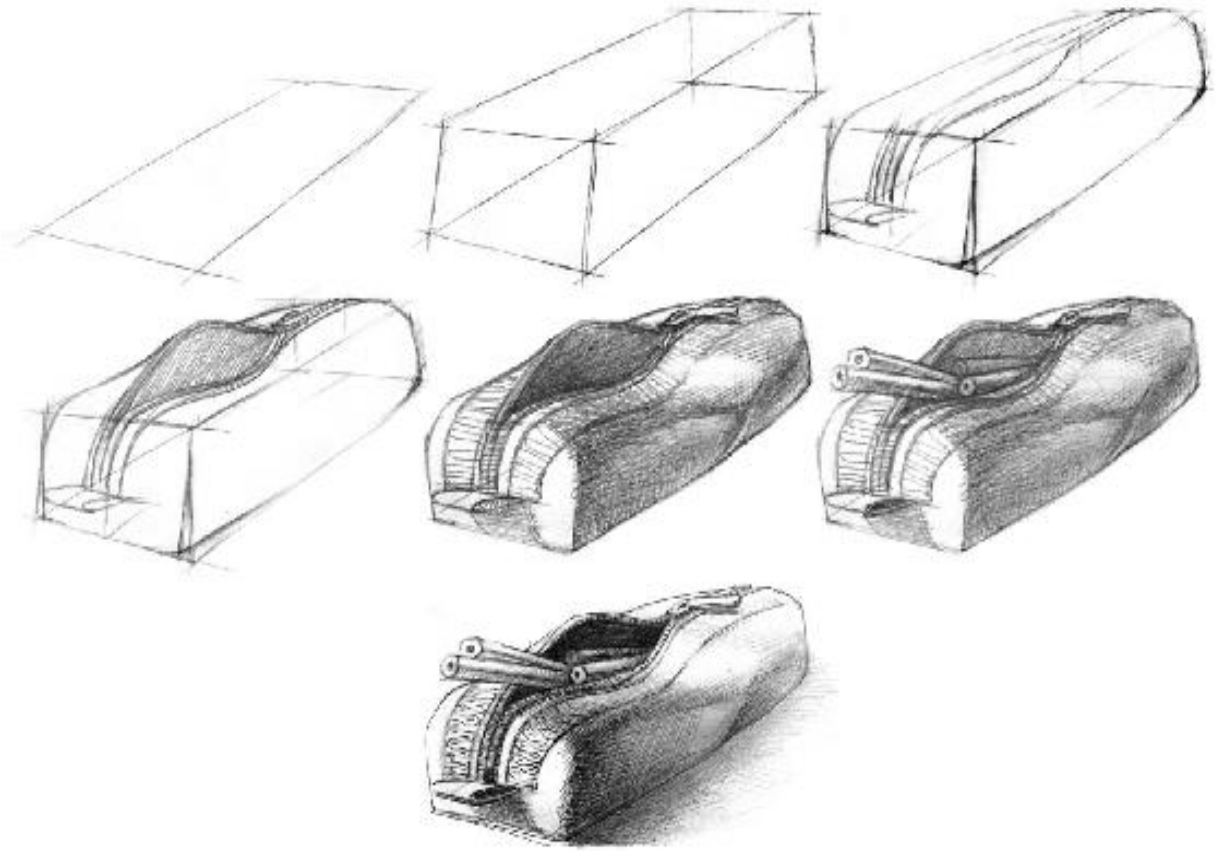


Extra Practice









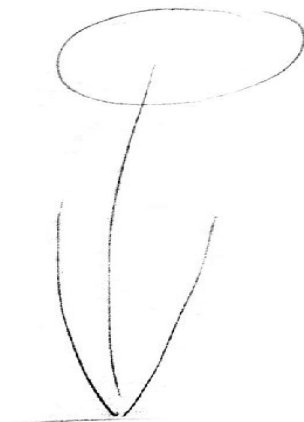


Chapter 4 – Plants

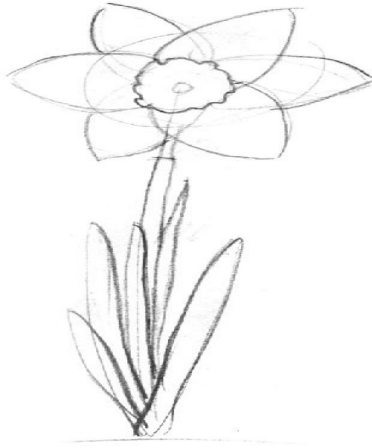
There are many flowers in the world. Here is just two of them, but don't stop with just these. Take pictures of many different flowers and practice drawing them.

Buttercup

1. Draw your line to depict the ground.
2. Draw the curved “V” for the leaves.
3. Draw the stem.



4. Draw the circle for the bloom.
5. Draw the long loops for the leaves.
6. Draw a circle for the middle of the bloom.
7. Draw the jagged edges around the circle.



8. Draw the smaller circle in the center of the bloom.
9. Draw the tear drop shapes for the petals.
10. Draw the line just under the bloom for the bump on the stem.
11. Start adding your shading.



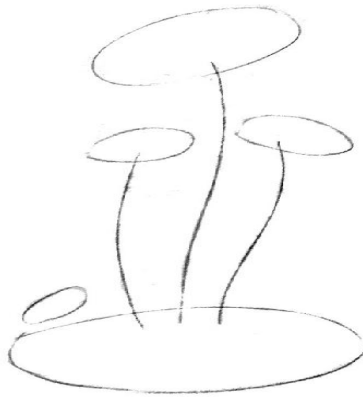
Compare what you have drawn to this picture before you continue shading.
Add in anything that has been left out.

12. Finish the shading.



Lily

1. Draw the ellipse for the pad.
2. Draw the three steps coming up from the pad.
3. Draw the ellipses at the top of the stems.



4. Add the smaller ellipse.
5. Draw the curved lines for the leaves on the ground.
6. Draw the smaller flower.
7. Draw the crooked curves for the smaller flowers.
8. Draw rounded petals for the large flower.



9. Start your shading.

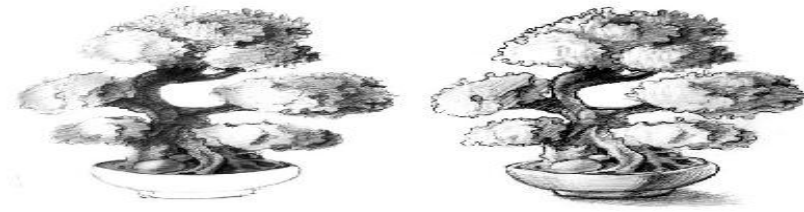


10. Erase the lines you've used for the guides to help you draw the flowers and leaves.

11. Finish shading the picture.



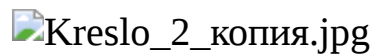
Extra Practice



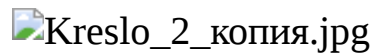
Chapter 5 - Home and Office

There are many pieces of furniture that make up a home. Here are some lessons on how to draw them, with some for you to do on your own.

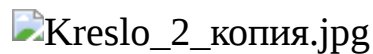
1. Draw a square at an angle.



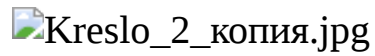
2. Draw a cube.



3. Draw the curve from corner to corner as in the picture.
4. Draw the curve on the rear, right side.
5. Draw the two flat squares you see in the picture.

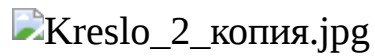


6. Draw the curves for the front legs.
7. Draw the curve on the front of the chair.
8. Draw the back legs.



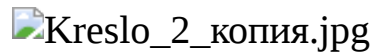
9. Round out the cushion.

10. Make a faint line for the back of the chair.

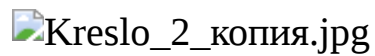


11. Erase the guide lines.

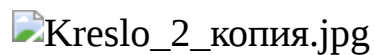
Compare what you have done so far. Add in anything you haven't yet.




12. We are still cleaning up the chair in this step.



13. Start the shading by using cross-hatching.



14. Add the adornments you see in the picture.
15. Add the rest of the decorations on the chair.
16. Add the shading to finish the picture.

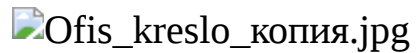
 Kreslo_2_kopia.jpg

Office Chair

1. Draw two ellipses.
2. Draw a line bisecting the ellipses.
3. Draw the lines connection them.



4. Draw the star pattern on the bottom ellipse.
5. Draw a square around the top ellipse.

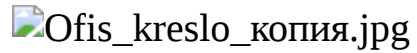


6. Draw the curves for the cushion of the chair.



7. Connect the curves.
8. Turn the star into rays.

9. Draw another ellipse under the one with the rays.

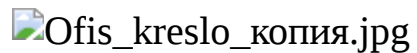


10. Draw the curved squares for the back support.

11. Draw rounded triangles for the armrest.

12. Double the arm rest up to make it wider.

13. Draw a rounded trapezoid for the back cushion.



14. Draw a small, dark ellipse in the center of the seat.

15. Add the graduated curves for the support of the chair.

16. Draw the lines from the armrest to the seat.



17. Draw the curves to decorate the arms of the base of the office chair.

18. Draw the circles for the wheels.

19. For the wheels you can't see, draw curves on the wheels.

20. Erasing all the guide lines.

Take this time to compare how far you've come in the lesson, adding in any details you may have left out.

 Ofis_kreslo_копия.jpg


21. Make cross-hatch marks for the upholstery.

22. Draw contour marks on the base.

23. Darken the rest of the picture as you see it.

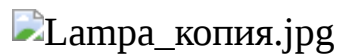
24. Add the arm under the seat.

25. Copy the shading you see in the picture to finish the chair.

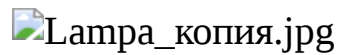
 Ofis_kreslo_копия.jpg

Desk Lamp

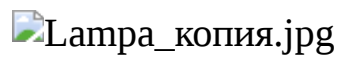
1. Draw an ellipse.
2. Draw a curve going down to the base.



3. Draw a small ellipse above the curve.



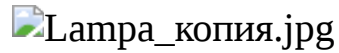
4. Draw another ellipse diagonally under the first.
5. Draw a line from smaller one connecting to the larger one.
6. Draw another ellipse under the base.



7. Draw an angled “U” for the shade of the lamp.
8. Draw a rectangle coming from the shade.

9. Draw the lines on the rectangle.

10. Add the extra lines in the picture to further flesh out the lamp.

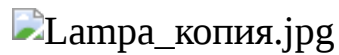


11. Using contour shading, fill in the lamp.

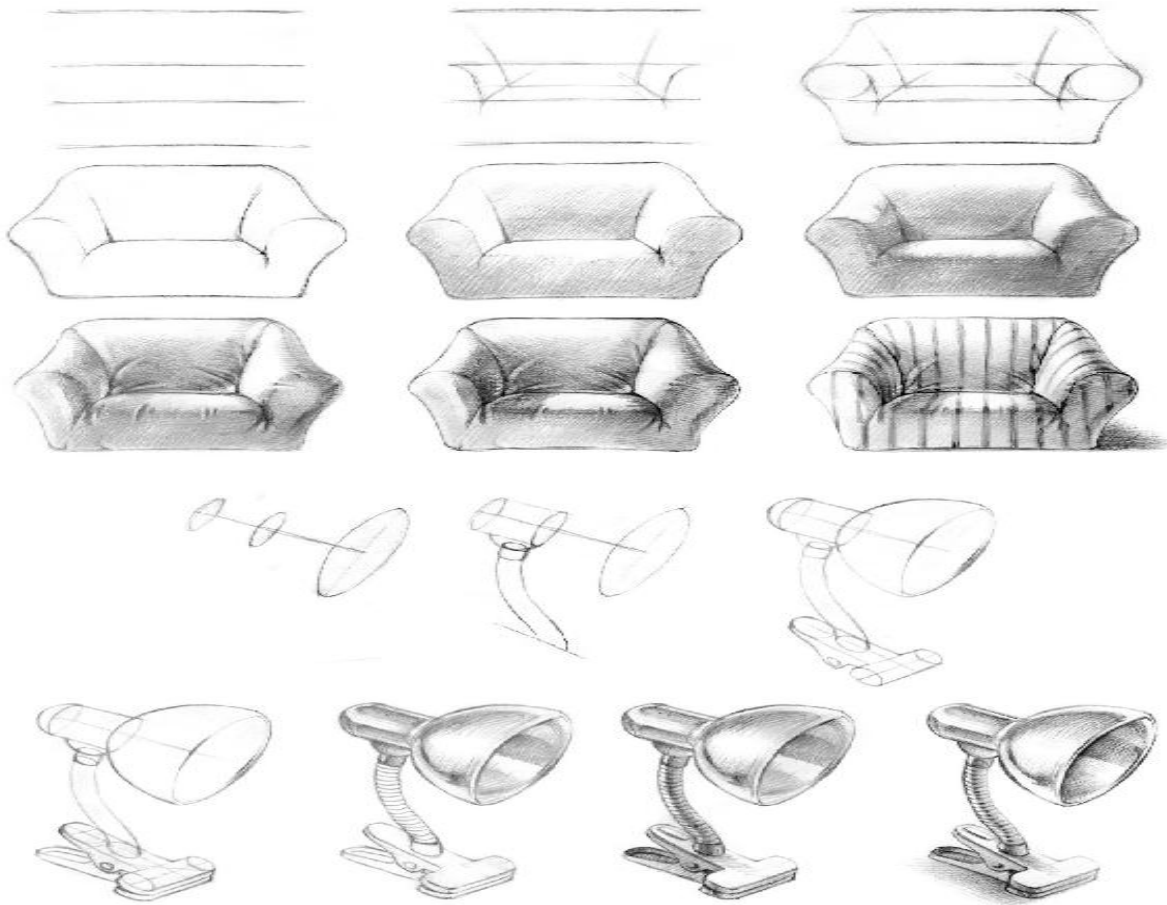
12. Use selective erasing to make the shiny parts of the lamp.

Take note of the lines added for the adjustable neck of the lamp.

13. Add the rest of the shading you see in the picture.



Extra Practice





Stol_копия.jpg

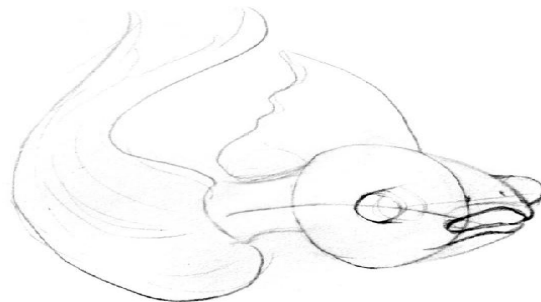
Chapter 6 – Animals

We're starting out with fish and moving up.

1. Draw a rounded triangle on its side.
2. Draw the guide lines you see on the triangle.
3. Draw the curve for the dorsal fin.
4. Draw the curvy line coming down from the dorsal.



5. Draw the long sweeping curves for the tail.
6. Draw the “J” shape for the eye on the right.
7. Draw another “J” for the eye on the left.
8. Draw the curves for the mouth and part under it.



9. Draw the front fins by making the curves first.

10. Using long, flowing strokes fill in the fins.

11. Draw the parts under the fish.

12. Draw the circles inside the eyes.



13. Add the lines above the mouth.

14. Add the lines for the tongue and the dots above the mouth.

15. Make small curves for the scales.

16. Shade in as shown.



Lobster

1. Draw the large ellipse for the body.
2. Draw the smaller ellipses around the larger one.
3. Draw the loose triangle for the pincer.



4. Draw the lines coming from the front of the ellipse.
5. Add the eye.



6. Finish the pincers.
 7. Draw the curve for the tail.
- Add in any details you haven't yet.



8. Shape the pincer closest to you. Do this by draw the lines and curves starting from the top and working your way down.

9. Rounded rectangles make up the legs.

10. Draw curves for the mouth and antennae.

11. Draw the lines on the tail.

12. Add lines to the very end of the tail.

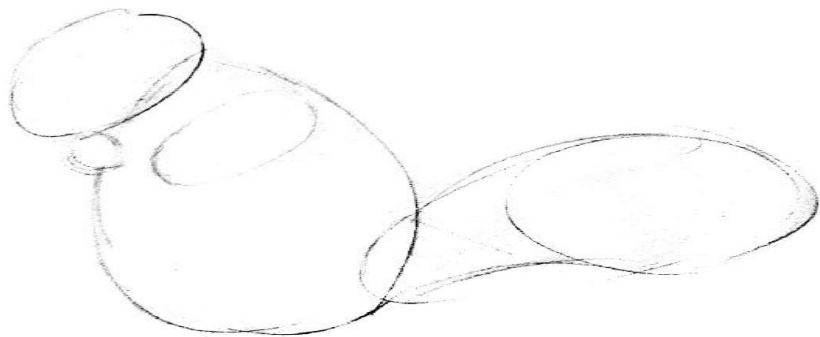
Add in any lines and details you haven't yet.

13. Shade in as you see in the picture above.

 Rack копия.jpg

Squirrel

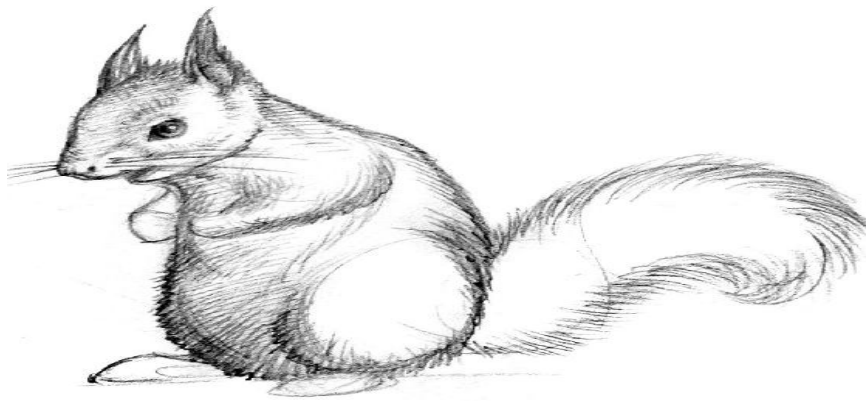
1. Draw the circle for the head.
2. Add curves for the body.
3. Add another set of curves for the tail.
4. More curves make the hands and light details on the tail.



5. Darken the area around the nose and sharpen it a bit.
6. Draw an ellipse for the eye.
7. Draw the curve for the lower jaw.
8. Add the ears.
9. Add the curves for the arms.
10. Add the curves for the feet.
11. Darken the back slightly.



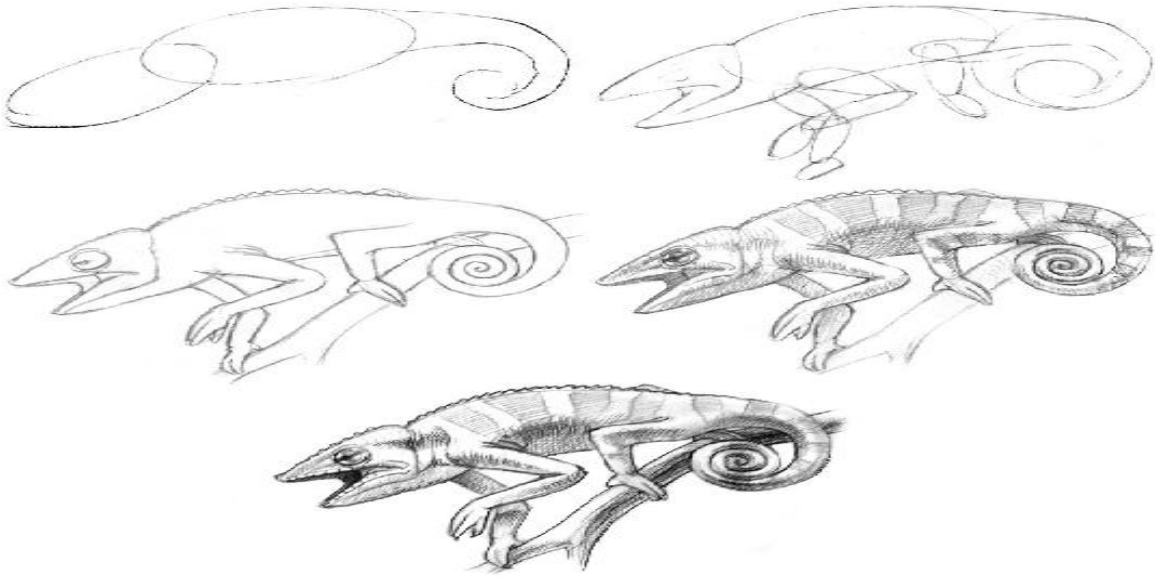
Take this time to compare what you have done this far before you continue. Add in any details you may have left out.

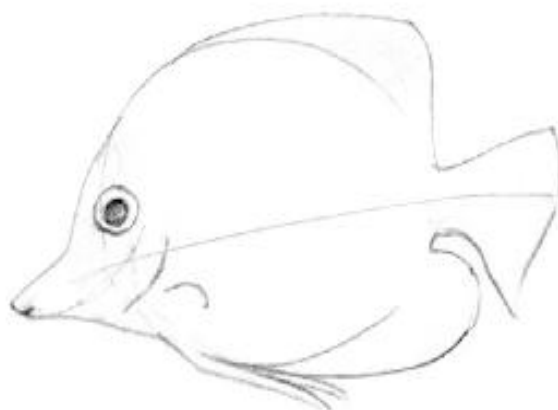
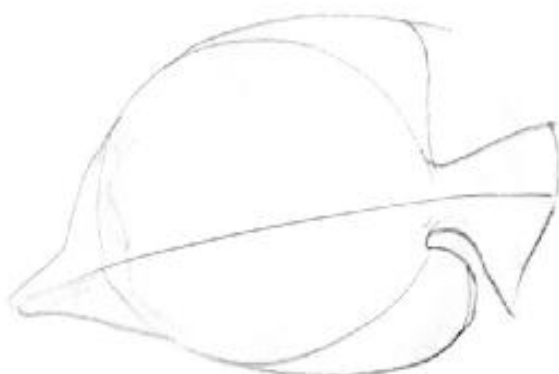
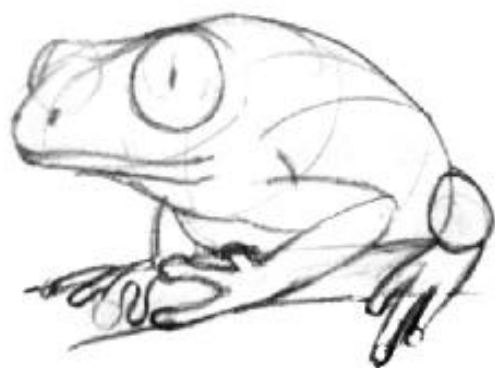
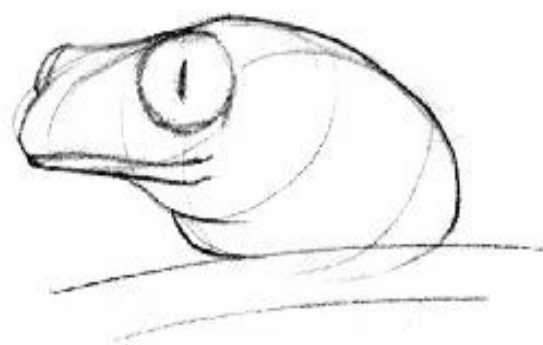


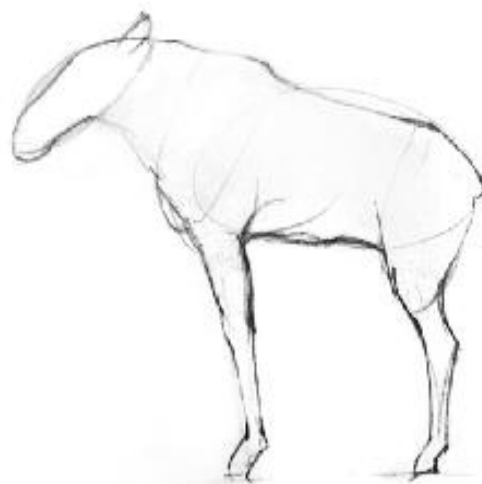
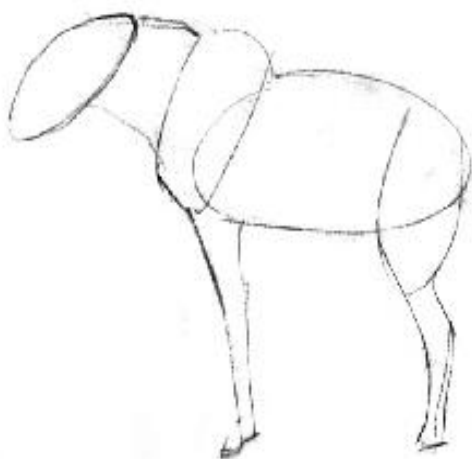
12. Using quick strokes make the fur effect.
13. Use longer strokes for the whiskers.
14. Add the pupil for the eye.
15. Add the nostrils.
16. Darken the places around the ears and belly.
17. Draw the jagged lines for the ground.
18. Add short curved lines for the feet and fingers.
19. Finish the shading as you see in the picture.



Extra Practice





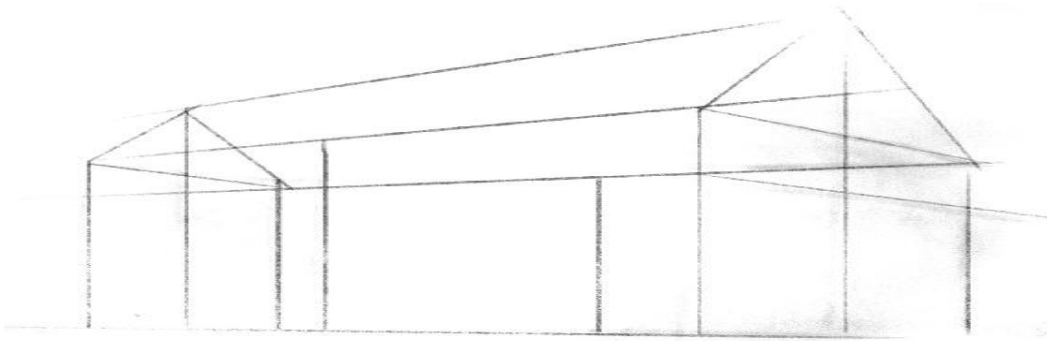


Chapter 7 – Buildings

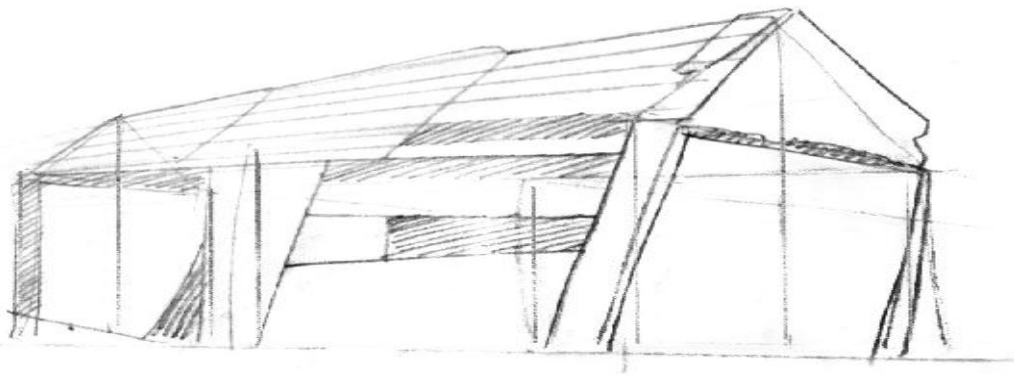
There are different types of buildings and we will introduce a few here.

A Simple Shack

1. Take a ruler and make the lines you see in the picture.

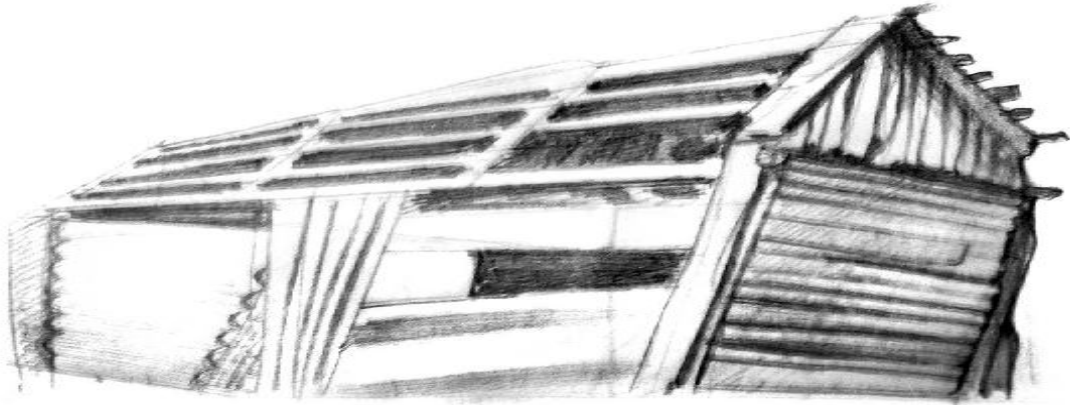


2. Taking your ruler, draw the shingles on the top of the shack.
3. Also, take the same ruler and make a slanted front for the shack,
4. Fill in the rest of the details with just your pencil.



5. Finish the front by taking your pencil and making the thick lines you see in the picture.

6. Draw the bumpy details in the back of the shack.
7. Shade the places shown in the picture above.
8. Add any details you've left out thus far.

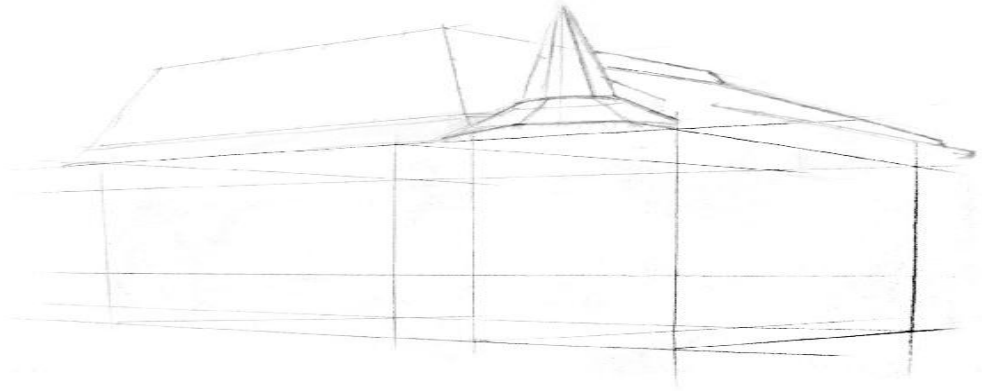


9. Add the ladder on the rear of the building.
10. Shade the ladder.
11. Draw the broken ground using jagged lines.
12. Add the rest of the adornments.
13. Add the rest of the shading.



House

1. Use your ruler to draw the beginning of the picture. Start with the support lines and then add the roof.



2. Add the windows.

3. Add the sills.

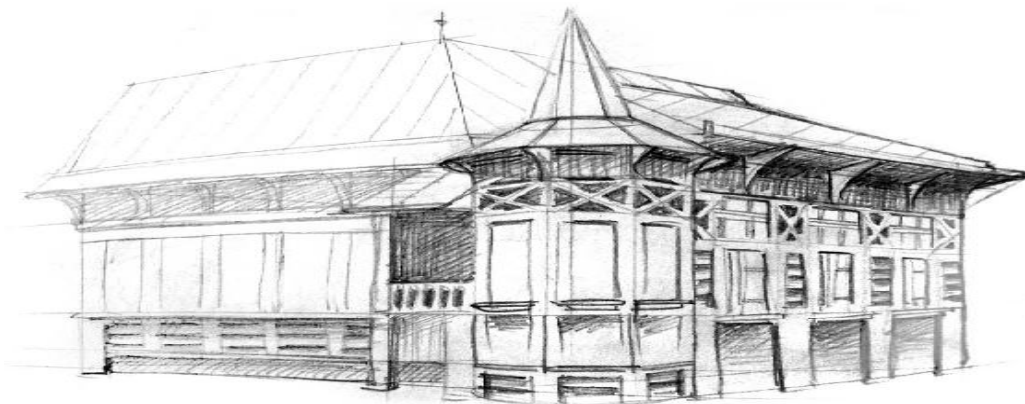
4. Draw the curved arches that support the ceiling.

5. Add the lines on the roof.

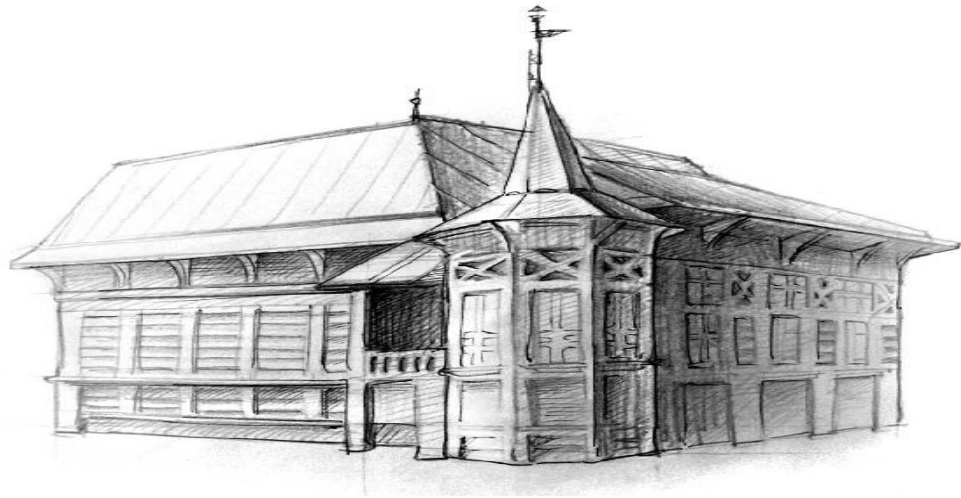
6. Add any details you haven't yet.



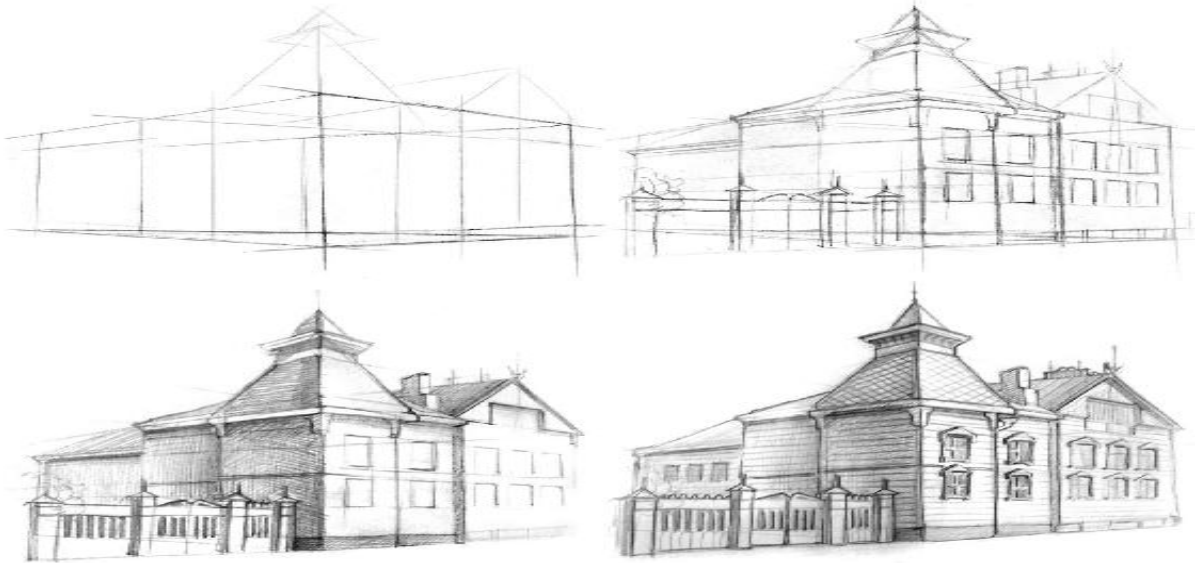
7. Add the “X”s in the picture first.
8. Add the openings on the right side of the picture.
9. Draw in the slants on the front and left side of the picture.
10. On the right side, add the slats and accents for the windows.
11. Add your ledges on the front.
12. By making the lines thicker, you can give depth to any of the accents and windows you need to.
13. Compare and add any details left out.
14. Start shading.



15. Add the lightning rod to the front.
16. Add any decorations you haven't yet.
17. Finish your shading.



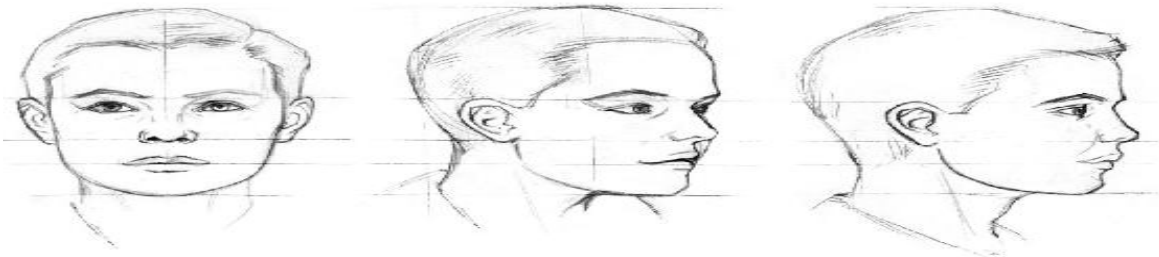
Extra Practice



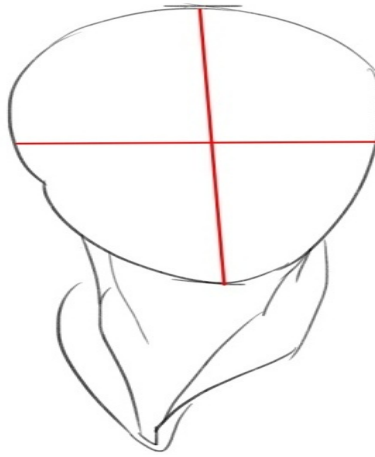
Chapter 8 - The Human Body

The most difficult is saved for last. The human body is, by far, the most difficult subject to sketch. There are a few things you will need to keep in mind when doing the following lessons:

1. The human body is not symmetrical. This means we are not equally proportioned. One eye is generally more open than the other; one foot is slightly wider, and so forth.
2. The more perfect you try to make the body, less realistic it looks. Draw what you see, not what you would like it to look like.
3. You will need to keep a level head. Patience is key. Don't expect to be able to draw the following lessons perfectly on the first go. You may need to repeat them. That is perfectly fine.



The Female Face



The first thing you will notice is the red cross. This is to help you frame the facial features. We will start from there.

1. Draw the right side of the face.
2. Use the first curve of the left side and stop by curving it in slightly almost all the way down.



3. Finish the curve and connect it to the right side of the face.

4. Draw the curves for the neck.
5. Starting from the neck out, add the collar.
6. Add the guide lines for the face.
7. Make the slight curve on the right side of the face.
8. Draw the curve down the middle of the face.
9. Draw the circles for the eyes.
10. Draw the curves for the bridge of the nose.
11. Draw the curves for the nostrils.
12. Draw the ridge for the nose.
13. Draw the curves for the nostrils.
14. Add the dimples.



15. Draw the curves for the eyes.
16. Add in the pupils and corneas.
17. Add the beginning of the eyebrows.
18. Add the curves for the lips.
19. Use long, flowing strokes of the pencil for the hair. It doesn't have to look exactly like the picture as long as they look natural.



Before we continue, take note of where the hairline is in relation to the facial features. This is to depict a more natural hairline.

- 20. Erase all the guide lines.
- 21. Fill in the brows more.
- 22. Fill out the nose.
- 23. Darken the lines a little more.
- 24. Add the accents under the eyes.



25. Shade in the eyes.

26. On the left side, loosely add the other braid.

27. Using the side of your pencil and your finger, shade your picture as you see to the left.



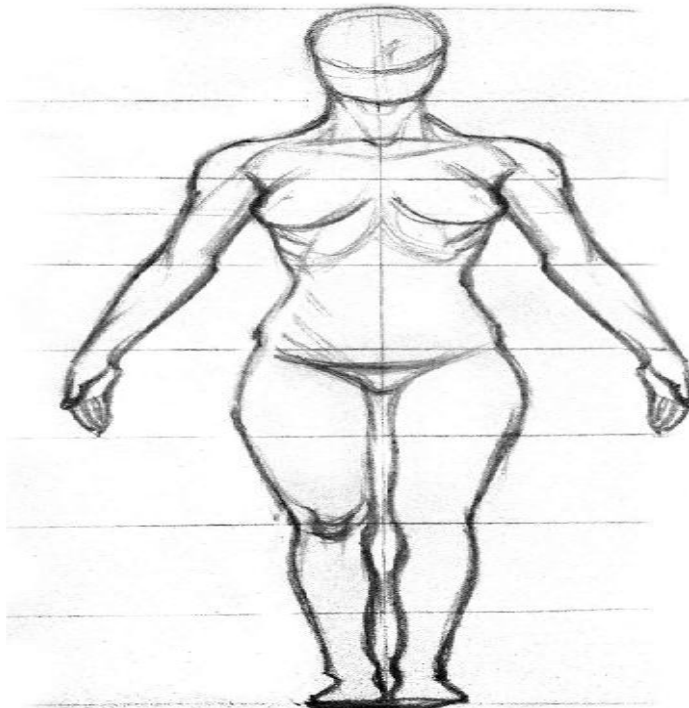
28. Shade in the hair.

29. Using the eraser and a finger technique, finish the shading.

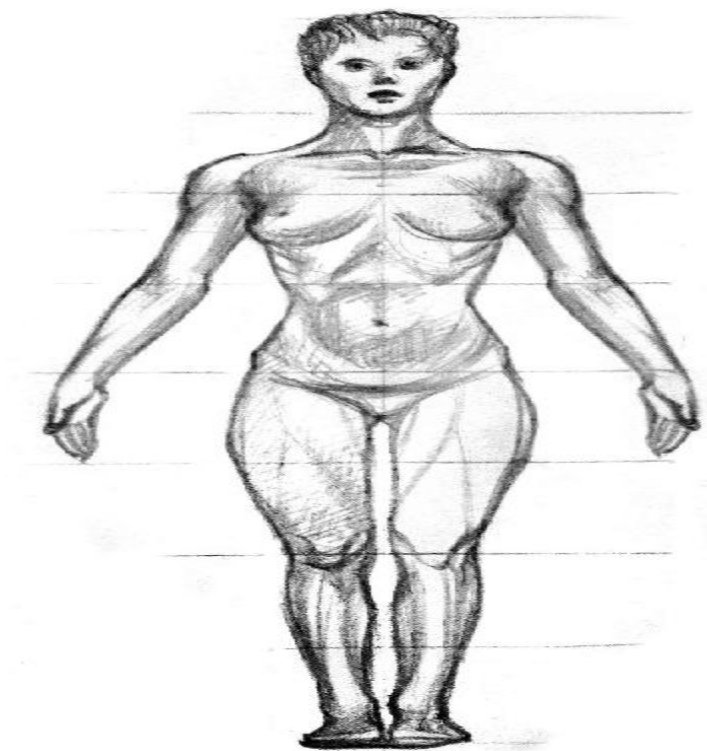


Female Body

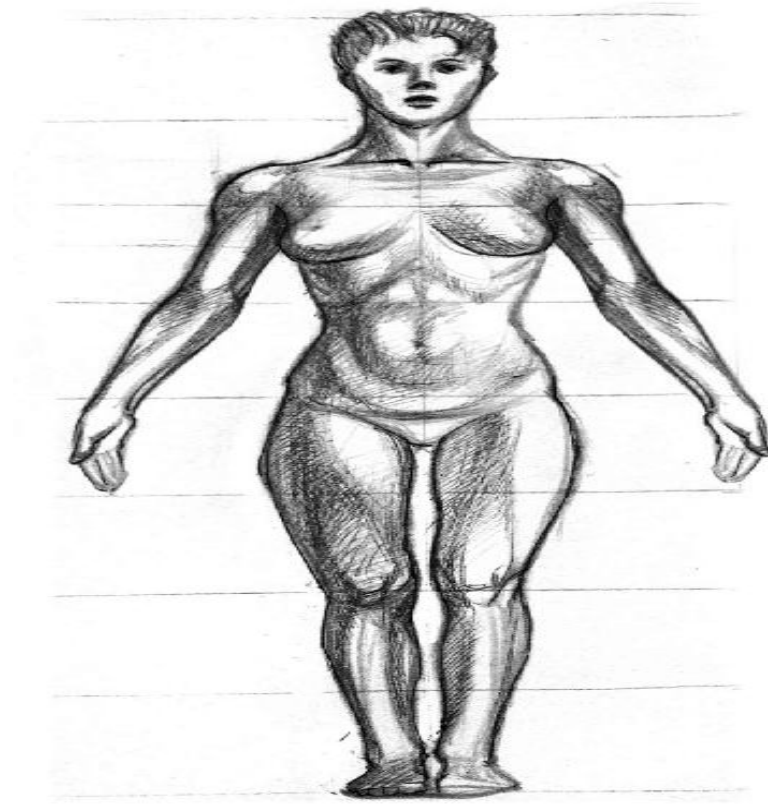
1. Draw a vertical line.
2. Equally space the horizontal lines. The different proportions of the body can be measured by the size of the head.
3. Draw a circle to start the head.
4. Draw a curve under the circle for the rest of the head.
5. Where the waist is, draw a sideways head. This is the width of the waist.
6. Draw a curve on each side from the side of the head down to the tip of the hand.
7. Draw a curved “V” for the hand.
8. Draw the curved hand back up to the arm pit. Do this for both sides.
9. Draw one large “U” for each breast.
10. Draw curves for the waist.



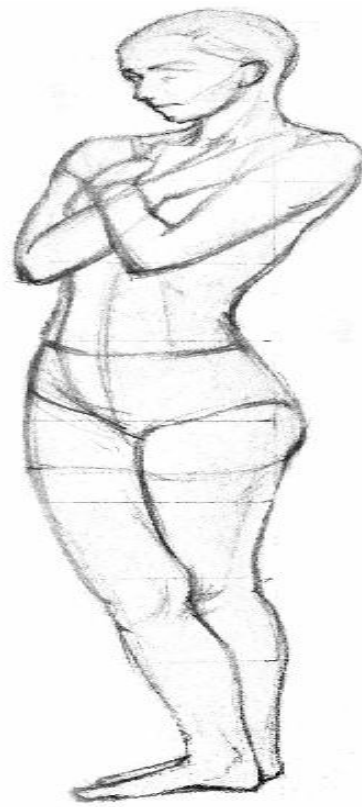
11. Make a slight bump before the pelvis area.
12. Draw the outer curves for the legs.
13. Draw curves for the inner legs.
14. Draw the lines to distinguish the fingers.
15. Draw the curves for the neck to make the muscle tone.
16. Draw the lines and curves for the arms, under the breasts, and the pelvis area.
17. Draw the accents for the knee.
18. Draw a “T” for the features on the face.



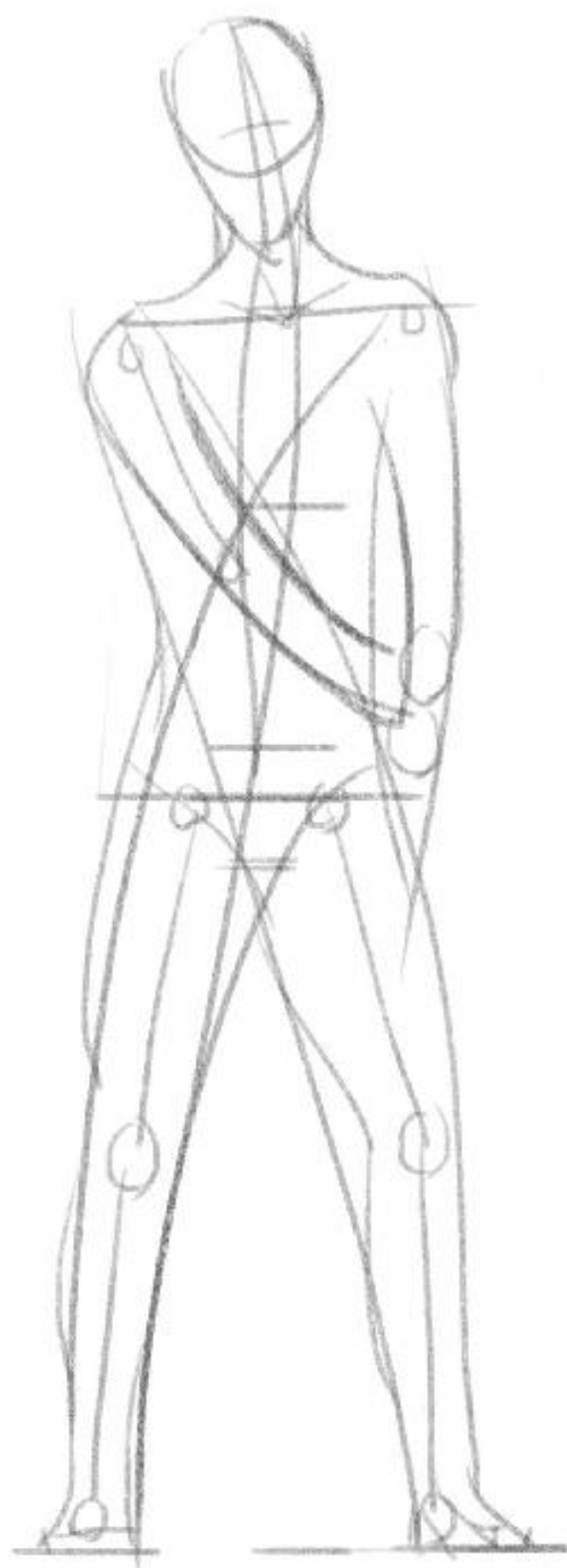
19. Fill in the features.
20. Add the hair by using short, upward strokes.
21. Add the shading you see in the picture.



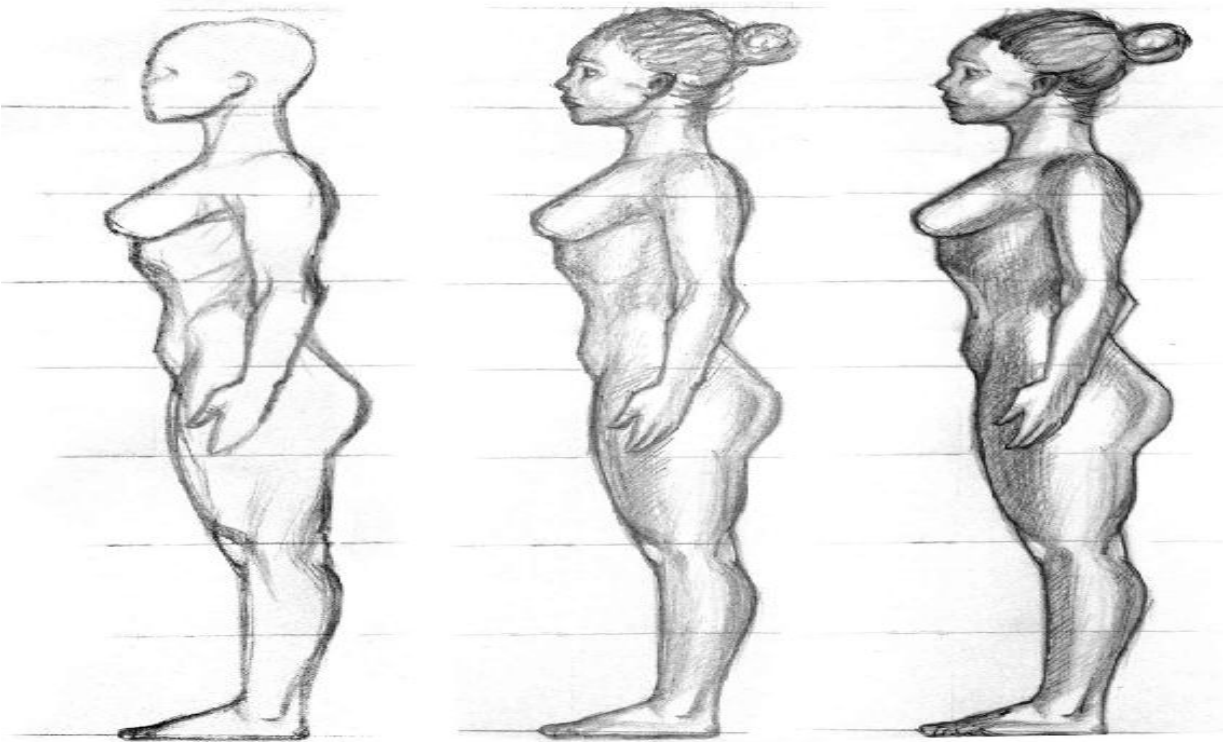
Extra Practice











Male Face

1. Using the same technique you did for the female for the beginning of the male.
2. Draw the curves for the ears.
3. Add the small triangles for the details of the ear.
4. Fill in the curves for the head.
5. Draw the curves for the neck.
6. Draw “L”s on each side of the neck for the collar.
7. Draw the lines for the inside of the collar.
8. Finish out the collar.



9. Draw the guide lines you see in the picture. Don't forget the cross lines.



10. Draw the curves for the hair.
11. Draw the circles to help frame the eyes.
12. Draw the curves for the eyes.
13. Draw the curves for the eye brows.
14. Draw in the nose.
15. Draw the wrinkle lines.
16. Draw the curves for the mouth.



17. Darken the hair.

18. Darken the collar.
19. Draw in the lines for the shirt.
20. Fill in the eyebrow.
21. Start the beginning details in the eye.
22. Finish out the lips for the mouth.



23. Erase the guide lines.
24. Start your shading of the picture.

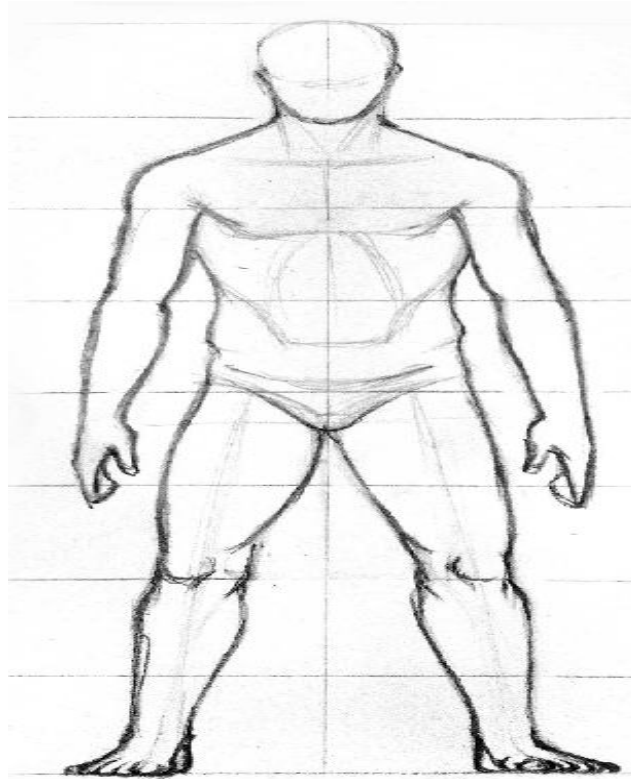


25. Finish your shading.



Male Body

1. Start this like you did the female body. The proportions are the same as the female.
2. Draw the head.
3. Add the bumps for the ears.
4. Add the curves for the neck and shoulders.
5. Use curves for the arms.
6. Add in the hands.
7. Draw the curves back up to the arm pits.
8. Draw the curves for the waist.
9. Add the legs.
10. Add small lines for the toes.
11. All the rest of the missing details.

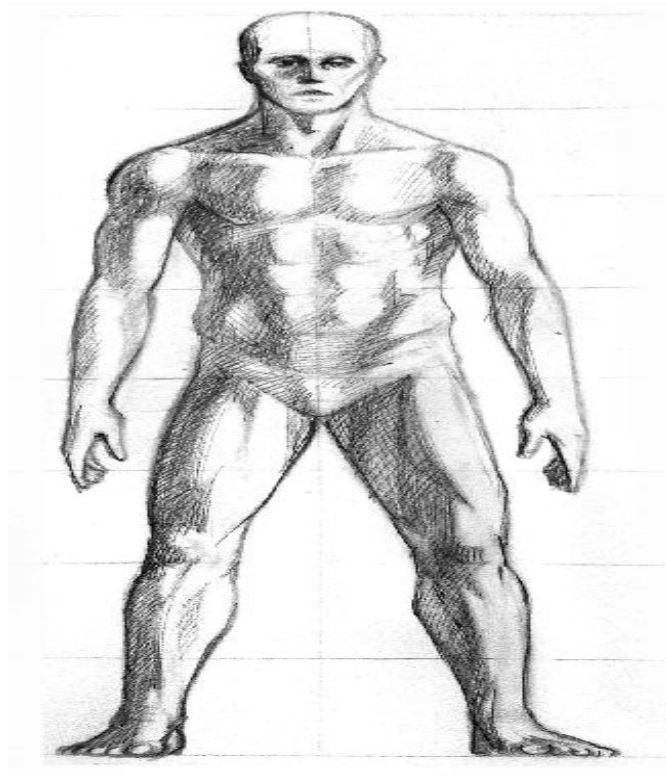


12. Start adding your facial details.

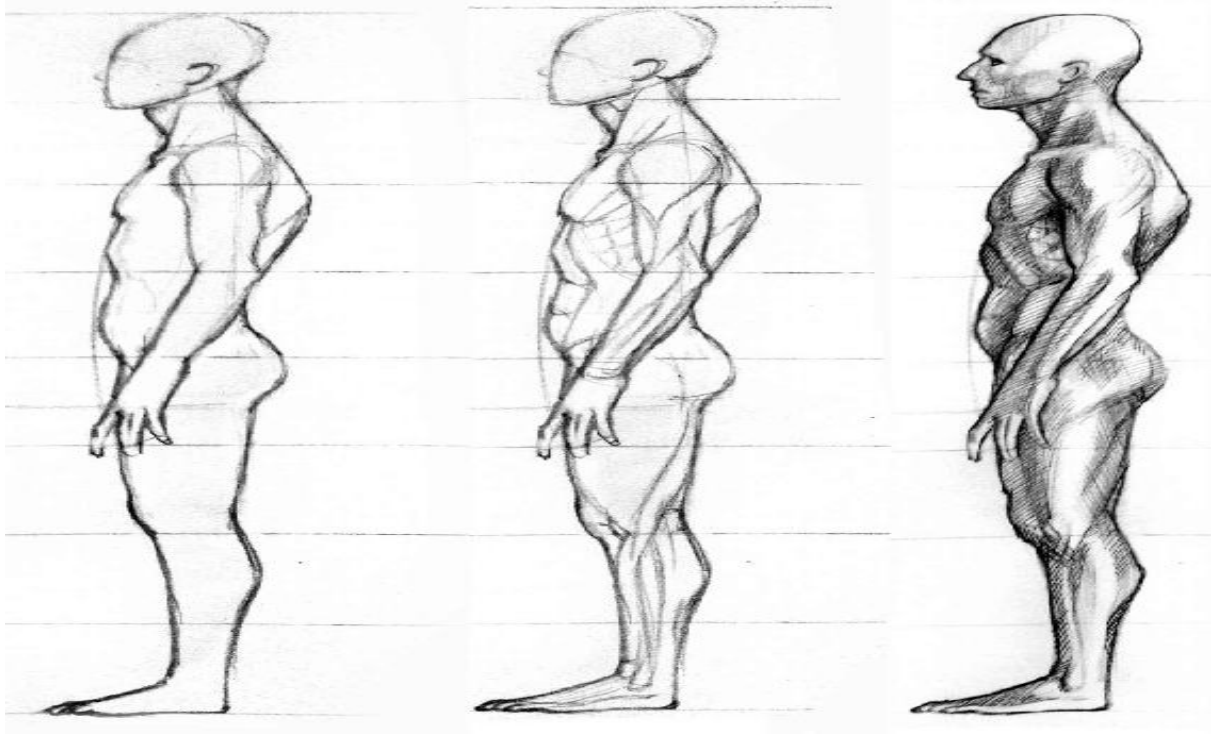
13. Add the muscle lines. Take your time. It's not a race.

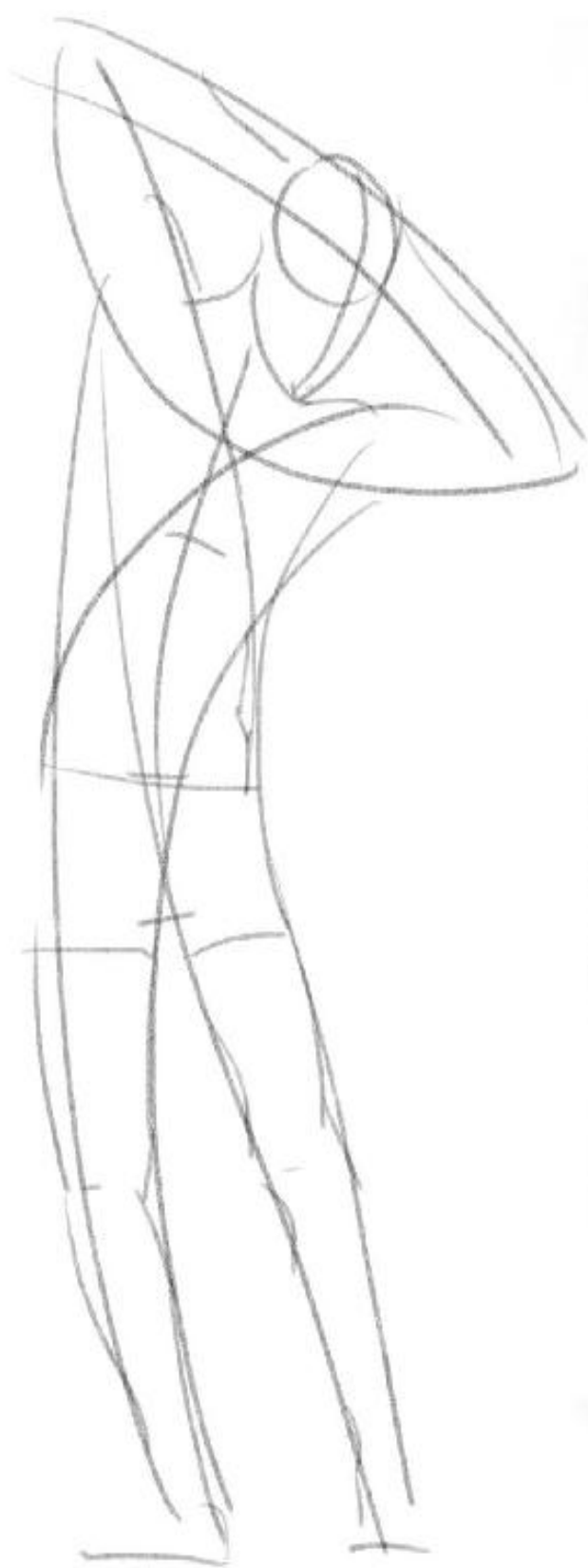


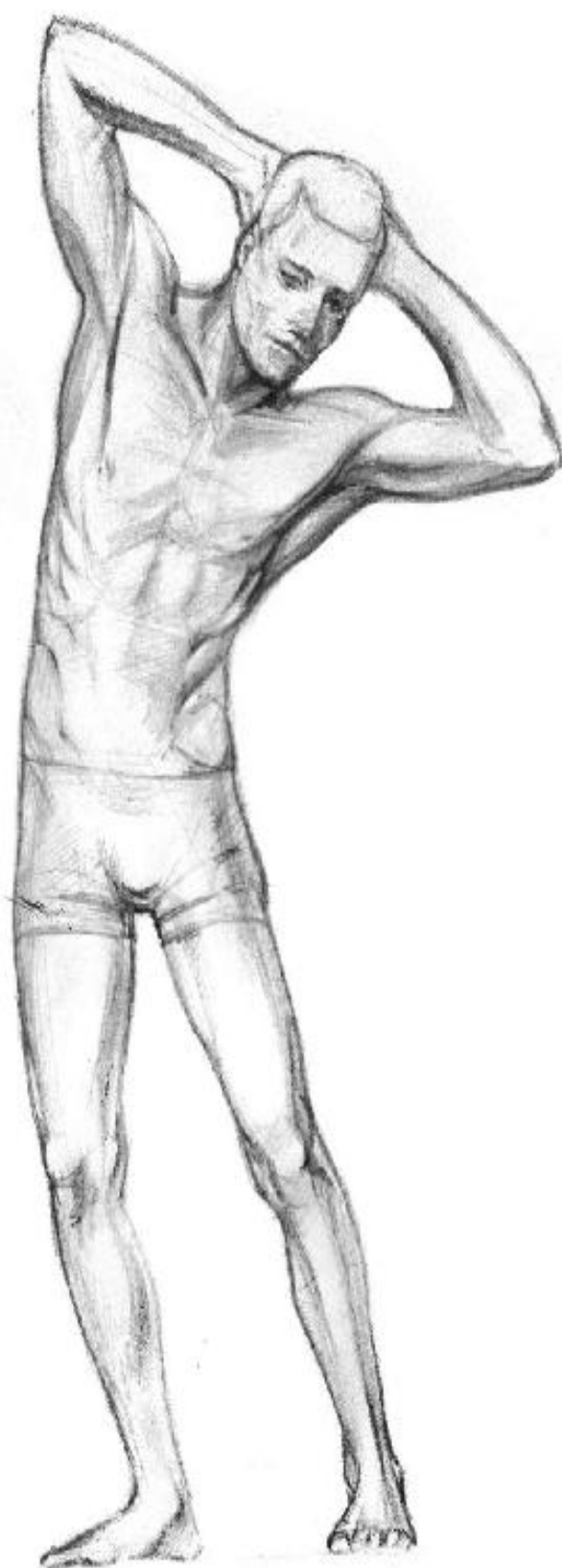
14. Add the shading.



Extra Practice

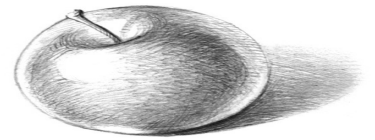






Conclusion

I hope this book has been a great help in starting you on your way to your new hobby. Remember, never stop practicing.



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